

Fatih Gurdal – Game Artist

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Skills

- 3d modelling, high and low poly.
- Digital sculpting.
- Optimization, LoD and retopology.
- Uv unwrapping and texturing.
- Concepts and illustrations.
- Pixel art.
- Particle system creation.
- Node based shader creation.
- Basic rigging and animation in 3d and 2d.

Software

Advanced

Maya, Mudbox, Cinema4d, Bodypaint3D, Photoshop, Topogun, xNormal, Quixel Suite, Unity3d, Unreal Engine 4.

Intermediate

Marvelous Designer, Zbrush, UDK, GameMaker, Dreamweaver.

Basic

3ds Max, Painter, Flash.

Languages

Advanced

English, Dutch

Intermediate

Turkish

Basic

German, French

Games

- [IronFish](#) (PC, 2016)
- [Chieftains Challenge](#) (Mobile, TBA)
- [SurfRatz Game](#) (Mobile, Flash 2015)
- [SurfRatz Comic](#) (Mobile, Flash 2015)
- [Cookie Caper](#) (Mobile 2015)
- [LV=SnowDrift](#) (Mobile 2014)
- [LV=Drift](#) (Mobile 2014)
- [ImagineNations](#) (PC TBA)
- [Burgemeester Game](#) (PC 2010)
- [CarKit](#) (PC 2010)

Experience

Baykus Studio's (2012 – Present) Freelance

All-round Artist @[BeefJack](#)

Character Artist @[Astrogun](#)

All-round Artist @[MadSilence](#)

All-round Artist @[Dumont Studios](#)

Graphics Design – Various private clients.

BeefJack (2014 – 2016)

Lead Artist

Client focussed visual style exploration.

Setting up and creating moodboards, concept art, storyboards, 2d assets, 3d assets, prototyping and more.

Managing remote freelance artists.

CatBanana Studios (2013 - 2014)

All-round Artist (Remote)

(ImagineNations, Sandbox Game, 2013-2014)

Art Direction, Node Based Shader Creation, Modelling, Texturing, Rigging and Animation, Concept Art, UI and GUI design, Art Style implementation and documentation, Asset organization.

RiSE Gaming (2008 - 2012)

All-round Artist (Remote)

(Epoch Saga, RPG Game Project, 2010-2012)

Art Direction, Team management, Conceptual Design, In-game asset creation, Researching engine capabilities (Unity3d).

(Casual Games, Mobile, 2008-2010)

Leading a team of 3d artists. Asset creation and Conceptual design.

Utrecht School of the Arts. (2010)

All-round Artist Intern

Conceptual Design, In-game asset creation, Character modelling (high/low poly), Environment Modelling, Printed Media design.